



MIGHTY LEAP

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

You touch a creature and give it the power to make incredible leaps. As long as the creature starts its leap by pushing off a solid surface, the target is able to use its movement to jump in a straight line as far as its walking speed would allow, or it can jump the same distance in an arc, leaping over obstacles with heights up to 1/2 the distance moved. If the creature ends its jump on walkable surface, it is unharmed by the force of the leap. If the target ends its movement in the air, it may fall normally.

If the target creature chooses to leap so that it lands onto or next to an enemy, the target creature can use a bonus action to strike any enemies it can see as it lands. The target makes one Unarmed Strike attack roll. Any enemy creatures within 5 feet that would be hit by the attack roll suffer 1d6 points of bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target's movement speed when jumping increases by 10 feet for each slot level above 2nd. Additionally, the damage inflicted by the jumping bonus action attack increases by 1d6 for each slot level above 2nd.



Created by **The Amethyst Dragon**. You can find this, and more new D&D content, at patreon.com/TheAmethystDragon.

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